

# PID : Packaging - Integration - Development

An integrated software development process

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# Introduction

The main goal of this document is to provide a method that helps improving the overall quality of the code and applications produced by the robotics department of LIRMM. By improving the quality we aim at:

- simplifying the understanding and the modification of code produced by others.
- simplifying the reuse of software components we develop.
- pooling software developments between robotic teams.

To achieve this goal the Finding, Writing, Compiling, Testing, Version controlling and Documenting of the code are mandatory concerns. This proposal document relies on generic concepts around which the whole development process, including all these concerns, is organized.

- **package** : a package is the basic unit for code development, unit testing, source version controlling, deployment specification, documentation writing. A package provides some functional code that can be reused (libraries, executables, header files, scripts, etc.) and depends on other packages either for its compilation (static libraries, header files archives/folders) or for its runtime use (dynamic libraries, executables, script-like files). A package is something alive that is continuously evolving. It can contains as well an entire huge software (e.g. operating system) as a very elementary piece of code (e.g. header files, a library, etc.).
- **framework** : a framework is a site where are deployed packages versions, consisting in a set of header files, libraries, executables, script-like files, tutorials, etc., without development artifacts (source code, build files, etc.). A framework embeds one or more stable versions of a given package that have been previously released by the package developers, allowing the user to choose which version he wants to use (for instance to compile a package in development).
- **workspace** : the workspace is the folder hierarchy in which the user develops packages and deploys the frameworks he uses (third party or resulting from its own package deployment). The idea to use a workspace is to avoid to use system dependencies : everything is then local and relative to a framework (except of course basic system dependencies). The workspace also provides categories : each category defines a specific subject that helps classifying packages/frameworks. For

instance the category sensor will reference all packages or frameworks that implement the driver of a sensor. Categories can be hierarchically refined into sub categories for instance the category camera refines the category sensors. Categories can be viewed as lists of links that target frameworks/packages. The process of classification of packages is itself coming from package description (i.e. a package specifies the categories it belongs to). Finally the workspace also contains some kind of package servers addresses. These addresses are used to retrieve the available packages, that can then in turn be used inside the workspace.

- **package server** : a package server is a computer (accessible across the network) that hosts many packages. It centralizes the access to packages, and handles the rights of the users for each package. It is responsible of the global version control of packages. It can also provides tools (like redmine web interface) to manage the development project (teams members, Gantt diagram, bugs/activities reports, wiki, version history visualization, etc.) bound to packages it hosts.

## 1 Package

The package is the basic working unit for developers. A package :

- contains the functional source code.
- contains the tests source code.
- contains the compilation files to build the source code.
- contains script like files used to launch the executable code.
- contains script like files used to deploy the code into frameworks.
- contains version control information files.
- contains documentation of code.

The main idea is that a package is completely self-contained. It does not means it contains all code and artifacts it requires but it contains all information needed to satisfy its dependencies. In other words considering a given package, its installation process is done using these information and information contained in its dependent packages.

The present document helps normalizing the development process of packages. To do this, we first need to define which tools and norms are used in this process.

## 1.1 Package Tooling

For each development task in a package a tool is used to achieve this task. To ease the portability of code, only cross platforms/cross language tools are used by default:

- **git** is used for the concurrent version control and patching of the code. It is also the tool used to deliver and retrieve the source code.
- **cmake** is used to manage the build process, but also deployment and test.
- **doxygen** is used to generate api documentation.
- **latex** is the preferred language to write big documents, since it allows to version the full content of file (raw text and structure of the document), as opposed to binary formats like Microsoft Word or Libre-Office that are not well handled by git.

## 1.2 Package Structure

A Package is generically structured according to the folder hierarchy defined below:

- the root folder of the package has the name of the package. This folder is basically a git repository which allows to manage concurrent work and version control on a package's content.
- the **.git** folder contains version control related information, managed by the git tool.
- the **.gitignore** file is used to exclude from version control some of the folders/files like **build**.
- the **CMakeModules** folder contains all cmake scripts files (.cmake) used to find and configure required system dependencies that are very specific to the package.
- the **CMakeList.txt** file is used to describe how to build, install and test the whole package.
- the **build** folder contains results from build process and contains two subdirectories: **release** and **debug**. Each of them contains the hierarchy of files and artefacts generated by the compilation process.

- the **config** folder contains all configuration files required by executables (including tests) or libraries.
- the **src** folder contains sources files (e.g. `.c/.cpp` in C/C++, `.py` in python, etc.). Each subdirectory of **src** contains sources for a given library and is hierarchically organized according to developers needs.
- the **include** folder contains interface description files, typically exported headers files (`.h`, `.hpp`) in C/C++. Hierarchical organization in this directory is the same as in **src**. Non exported headers are let in the **src** folder, as they are not considered as a part of the interface of the package.
- the **test** folder contains source files for test units. Each subdirectory of **test** contains sources for a test unit.
- the **apps** folder contains source files for applications, an application being an example of the usage of a library, a runtime component or a complete software. Each subdirectory of **apps** contains sources for a given application and is hierarchically organized according to developers needs.
- the **launch** folder contains scripts used to launch executables, if any. It does not contain functional scripts (that are put in **src**) but only kernel modules loading/unloading and applications starting/stopping operations, as well as any system configuration procedure.
- the **share** folder contains user written documents (e.g. tutorial, examples, design reports, install procedure).
- the **license.txt** file contains the license that applies to the source code produced in the package.
- the **package.manifest** file contains meta-data about the package.

### 1.3 Assigning responsibilities

One important concern when developing package is to assign responsibilities to members of the department regarding :

- software publication policy.
- developers roles.

### 1.3.1 Publication Policy

The publication policy is the set of decisions that must be taken to clarify responsibilities during package development. This decisions must be taken by LIRMM permanent members involved in the development process, either as project manager or developer. This policy regroups two different decisions :

- **package access** : determines the access rights to the package, in other words who can use the package but also where to find it. We define three possible access rights. A package has only one type of access right at a time but it can change over time:
  - **team access** : only members of the team are authorized to use the package. The package is located on a git server dedicated to the team.
  - **laboratory access** : all members of the LIRMM robotics department are authorized to use the package. The package is located on a git server of the department.
  - **open access** : the project can be used by external members. The package is located on a public git server (e.g. git hub) or a project dedicated server.
- **software license** : determines which license applies to the source code and resulting applications/libraries contained in the package. Licenses have to be choose with care as there are legal licensing constraints for LIRMM members but also with third party code used.

### 1.3.2 Developers Roles

Another important concern is to organize the development process by assigning roles to the developers. We need a simple organization, but with the minimum hierarchical organization to avoid big troubles, notably due to a bad usage of tools or a bad respect of norms.

- a **manager** is not necessary directly involved in the development, but he is involved in strategical decisions around package development, including publication policy. A manager is a **permanent member**.
- an **administrator** is directly involved in the development process, he is in charge of software integration and verification, software releasing, and developers registration. An administrator is a **permanent member**.

- a **developer** is directly involved in the development process. It can be non permanent member or an external collaborator.

## 1.4 Package version control

The overall package version control is made with GIT environment. GIT is used to version all text files used (C/C++ source, script-like files, cmake files, latex, etc.) but not for binaries (libraries, executables, build artifacts like .o, etc.). Indeed, using git to version huge files like executables or libraries will drastically increase the size of the local git repository on the user side.

The package .gitignore file is used to restrict version control for binaries. A package is thus compiled each time it is cloned from a remote.

### 1.4.1 Version Numbers as Tags

A package is continuously evolving along time and git provide an internal version representation of this evolution. Nevertheless, this representation is so fine grained (each time a modification is committed) that it is not really understandable by persons not involved in the package development. That is why we need a version numbers that can be either understandable by users and developers. To achieve this requirement we use tags on packages to represent a given version number. The version corresponding to this number can be viewed as a screen-shot of the git repository at a given time of its life. As it is meaningful either for developers and users of a given package, a tag is always bound to a given released version of the package.

**version number pattern:** the release tags have the shape `vX.Y[.Z]`

- X is the major version number. Change of major version number indicates that the code may not be backward compatible. While X is 0 the version is considered as pre-released and so is not ready for use by third partu developers.
- Y is the minor version number. It indicates an improvement that should be backward compatible with previous version with same major version number.
- Z is the patch version (bug fix or security fix).

**Examples:**

- 0.1.0 is the first pre-released version of the package.

- 0.Y.Z. are early development pre-released version of the package.
- 1.0.0 is the first release of source code.
- 1.2.0 is a release of source code backward compatible with version 1.0.0.
- 1.2.5 is a release of source code of version 1.2.0 with 5 bug/security fixes.

### Handling tags for version numbers:

- creating the version number (annotated tags):  
`git tag -a v1.2.3 -m"<small description of the version>"`
- listing all available versions:  
`git tag -l 'v*'`
- showing the information of a given version:  
`git show v<version number>`
- getting the released version in package history:  
`git checkout tags/v<version number>`

**Refining versions with specific tags.** It is also possible to apply tags to certain moment of the package's life in order to register important dates of package state and retrieve this state at any moment in the future. We define two other tag patterns to do so : publication tags, representing software developed to do experiments in the frame of a scientific publication and demo tags used to target versions that match working technical demonstrations. Demo and publication tags relies on last released version number and had specific information:

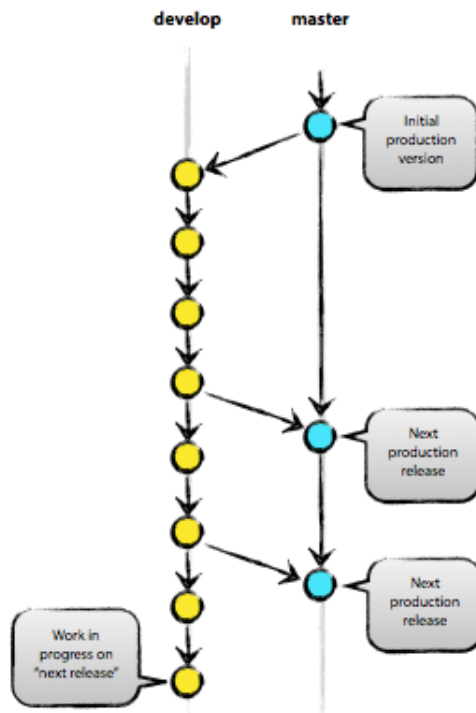
- **publication tags pattern** have the shape:  
`pX.Y[.Z]-<journal-or-conference>-<year>`.
- **demo tags pattern** have the shape:  
`dX.Y[.Z]-<name of demo>-<year>`.

Same commands as for released versions can be used to handle tags, by replacing the 'v' symbol, by 'p' or 'd'.

### 1.4.2 Structure of a package repository

The package's GIT repository is structured according to a predefined pattern. This pattern, inspired from successful branching models, defines the way branches are created and merged.





**Main branches:** main branches have infinite lifetime.

- The **master** branch contains the source code that always reflects a production-ready state. This branch is used to **tag** the released stable source code with version numbers but also to tag important intermediate states of the repository that reflect the development made for demonstrations and publications. The master branch must always be usable (compilable and executable with unit tests successful).
- The **develop** branch is the integration branch that gives the detailed history of all the modification that have been realized on the repository. The source code of HEAD always reflects a state with the latest delivered development changes for the next release. This is where any automatic nightly builds are built from, if any. When the source code in the develop branch reaches a stable point and is ready to be released, all of the changes should be merged back into master somehow and then tagged with a release number. The develop branch must always be usable (compilable and executable with unit tests successful).

**Supporting branches:** these are temporary branches, used to aid parallel development between team members, ease tracking of features and to assist in quickly fixing live production problems.

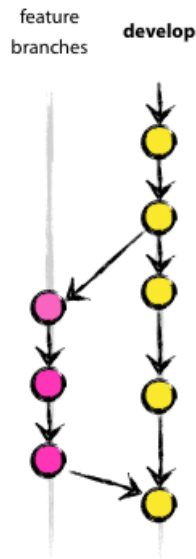


Figure 1: Relation between feature and develop branches

- **Features** (or topic) branches are used to develop new features for the upcoming or a distant future release. Each feature branch must branch from the develop branch. The essence of a feature branch is that it exists as long as the feature is in development, but will eventually be merged back into develop (to definitely add the new feature to the upcoming release) or discarded (in case of a disappointing experiment).
- **Hotfixes** branches arise from the necessity to act immediately upon an undesired state of a live production version. When a critical bug in a production version must be resolved immediately, a hotfix branch may be branched off from the corresponding tag on the master branch that marks the production version. The essence is that work of team members (on the develop branch) can continue, while another person is preparing a quick production fix. When the bug is solved, the bug fix must be merged back into both master and develop branches. When merged the master branch is tagged with a new *patch version number*.

### Naming Conventions:

- a **feature** branch name starts with "feature-" and ends with the name of the feature (given by developer).  
example : `feature-rtmemorymanagement`

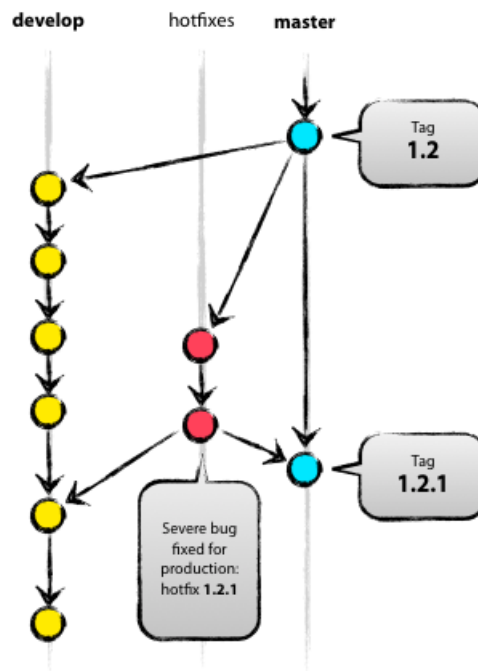


Figure 2: Relation between hotfixes and develop/master branches

- a **hotfix** branch name starts with "hotfix-" and ends with the new *patch version* of the released version.  
example : hotfix-1.2.1

### Handling feature branches in GIT:

- Creating a feature branch:  
`git checkout -b <feature name> develop`
- Listing available branches:  
`git branch -a`
- Incorporating a finished feature on develop:  
`git checkout develop`  
`git merge -no-ff feature-<feature name>`  
`git branch -d feature-<feature name>`  
`git push origin develop`

## Handling hotfixes branches in GIT:

- Creating a hotfix branch:  
`git checkout -b hotfix-<patch version> master`
- Incorporating a finished hotfix on master and develop:  
`git checkout master`  
`git merge -no-ff hotfix-<patch version>`  
`git tag -a <patch version>`  
`git push origin master`  
`git checkout develop`  
`git merge -no-ff hotfix-<patch version>`  
`git branch -d hotfix-<patch version>`  
`git push origin develop`

## 1.5 Collaborative Working

The basic scheme for collaborative working is presented in figure 3. The basic idea is to structure the update process of the GIT repository according to some access rights that are themselves dependent from developers roles.

Given a package, this package has an **official GIT repository** that is deployed on a server, either a team, a laboratory or a public server. This repository is *official* in the sense that it centralizes information of the package and is public, which means that all concerned people (team, laboratory or more generally anyone registered in the server) can access to it. The access in itself is restricted with respects to roles:

- registered administrators have read/write access.
- registered developers have read access.
- unregistered people may have read access (i.e. open source repository).

Given development tasks to realize at a given moment, one or more **private repositories** of the package can be created. These repositories help structuring the development process by affecting some developers to the development of some features in a package. The access to these **private repositories** is restricted the following way:

- registered administrators and developers have read/write access.
- unregistered people have no access.

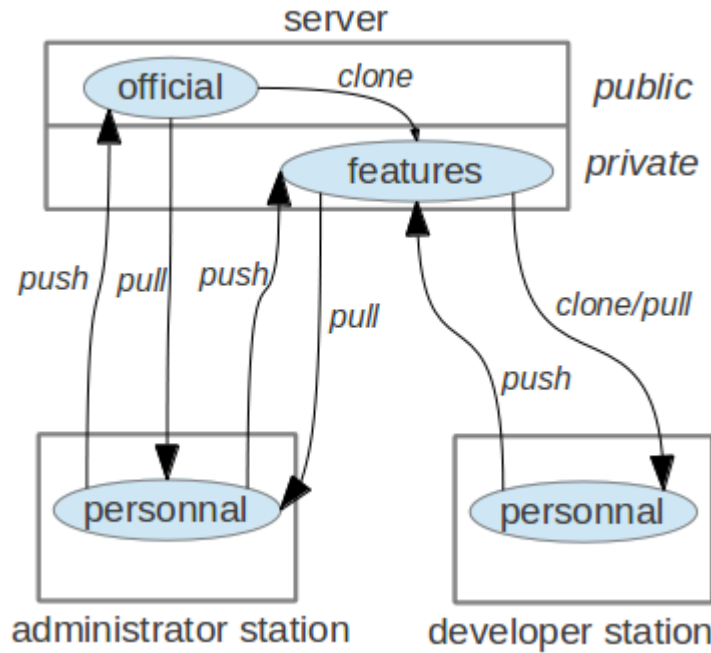


Figure 3: Collaboration between developers and repository

A private repository is *temporary* as it is used only for the time of development of new features for the given package. Doing so, the changes that developers do will not immediately impact the official repository, which let the time of the administrator to check if everything is OK.

The development process of a package is always initiated by administrators:

- because they know which packages are already available and so which one can be used or extended in the frame of a master/PHD student or postdoc job.
- because they know who is already working on similar or complementary software.
- because they know which kind of constraints apply to code produced in the laboratory (licenses, access restriction, etc.)

They are so the only persons that can truly:

- orient and help developers to increase their productivity by reusing existing code.

- optimize collaboration between developers.
- centralize the whole process.

When an administrator decides to affect a pool of developers to the development of a package:

1. he first **clones** the official repository of the package into a private access area on the server, that is accessible (via ssh access) only to this pool of developers.  
`ssh <private area>`  
`git clone <address of the package official repository>`
2. Second, he creates one or more feature branches as described in previous section.  
`git checkout -b <feature name> develop`
3. Third, all developers in turn **clone** this private repository into their own work station so that they can work locally and update (**push/pull**) the server version of the private repository.  
`git clone <address of the package private repository>`
4. When features development is done or aborted, the administrator deletes the private repository on server by simply deleting the repository's folder and removing access to the users if necessary.  
`ssh <private area>`  
`rm <package private repository folder>`

**Nearly all the development process takes place in developers/administrators workstations, around the private repository:**

- Implementing package features.
- Updating the current **feature branch** on private repository with modifications made on the **develop** branch. Features never update between each other but only around **develop** branch.
- Managing features branches integration when feature development is finished (see previous section).
- Creating Hotfix branches and implementing hotfixes in them (see previous section).

Administrators of a package are the only ones that can directly access and update the official repository and notably its master branch. That is why they are responsible of *production version releasing* (see previous section): they check the work done by developers and decides if the code is stable enough to release it. Furthermore, if there are many private repositories of the same package they act as brokers of changes made in separate pools of developers:

- Creating a local version of a package repository:  
`cd <path to workspace>/packages/  
git clone <address of the package official repository>`
- Registering a private repository for a given package on administrator workstation:  
`cd <path to workspace>/packages/<package>  
git remote add <private repository name> <private repository  
address>`
- To get the state of a private repository, without merging the result with administrator's local branches:  
`git fetch <private repository name>`
- To remove a reference to a private repository (just after/before deletion of the repository by hand):  
`git remote rm <private repository name>`

## 1.6 Package description

The package is described in the **package.manifest** file. This file centralizes all meta-information about the package, notably considering authoring and licensing aspects. This file looks like this for a given package named "mypack":

```
<package name="mypack" address="git@idh.lirmm.fr:mypack.git"  
license="LGPL" version="1.2.5">  
<description>  
//short package description  
</description>  
<category name = "sensor/camera" />  
<category name = "image/processing" />  
<author name="Robin" role="administrator" institution="LIRMM" />  
<author name="Sebastien" role="developer" institution="LIRMM" />  
<author name="Francois" role="developer" institution="LIRMM" />
```

```

<dependency name="myotherpack" min_version="0.4"
address="git@explore.lirmm.fr:otherpack.git"/>
<installer platform="ubuntu" version="1.0.2"
address="ftp://ftp.gforge.fr/mypack-1.0.2-ubuntu.tgz" />
<installer platform="ubuntu" version="1.2.0"
address="ftp://ftp.gforge.fr/mypack-1.2.0-ubuntu.tgz" />
<installer platform="macosx" version="1.2.0"
address="ftp://ftp.gforge.fr/mypack-1.2.0-macosx.tgz" />
</package>

```

### Data Type Definition:

```

<!DOCTYPE package [

<!ELEMENT package (description, category*, author+, dependency*,
installer*)>
<!ELEMENT description (CDATA)>
<!ELEMENT category (EMPTY)>
<!ELEMENT version (EMPTY)>
<!ELEMENT license (EMPTY)>
<!ELEMENT author (EMPTY)>
<!ELEMENT dependency (EMPTY)>
<!ELEMENT installer (EMPTY)>

<!ATTLIST package name CDATA #REQUIRED>
<!ATTLIST package address CDATA #REQUIRED>
<!ATTLIST category name CDATA #REQUIRED>
<!ATTLIST version release CDATA #REQUIRED>
<!ATTLIST license type CDATA #REQUIRED>
<!ATTLIST author name CDATA #REQUIRED>
<!ATTLIST author role CDATA #REQUIRED>
<!ATTLIST author institution CDATA #IMPLIED>
<!ATTLIST dependency name CDATA #REQUIRED>
<!ATTLIST dependency min_version CDATA #IMPLIED>
<!ATTLIST dependency max_version CDATA #IMPLIED>
<!ATTLIST dependency address CDATA #REQUIRED>
<!ATTLIST installer platform CDATA #REQUIRED>
<!ATTLIST installer version CDATA #REQUIRED>
<!ATTLIST installer address CDATA #REQUIRED>
]>

```



### Explanations:

- The `<package>` markup is the root of the XML description. The `name` parameter is the same as the package folder name and `address` specifies where to find the official git repository containing package sources. `version` defines the last released version of the package (the last version available on master branch with tag containing the given version number). Only release version are referenced, not demo or publication versions. The `licence` attribute specifies which license applies to the package's content.
- the `description` markup contains a brief description of the package content.
- The `<category>` markups defines in which categories the package is classified (i.e. topics addressed by the package).
- The `<author>` markups list all developers that participate to the development of the package since its creation. Developers have one of the following roles :
  - **developers** are basic users of the package, they can modify any development artefacts (source code, interface, launch, tests, cmake files, etc.) on feature branches.
  - **administrators** have the right to do quite anything on the package, they have same rights as developers but also have other particular rights : merging features branches into develop branch ; declaring new production version release (merge on master branch, either from develop or hotfix branches) ; declaring new available installers ; declaring new categories for the package ; changing license or server where the official repository can be found.
- the `dependency` markups declare names and address of packages that are used by the current package. Dependencies are useful information for the developer to find and install packages that provide code (e.g. a library, an executable) used by the current package. Min and max version of the required package can be specified, which is an useful information when deploying a binary version of the package.
- the `installer` markups declare OS installers for binaries of the package. Each installer matches a given version of the package, a given platform and an address where to find the installer. Instead of using a git version of the package, another package that depends on it can simply be bound to an adequate binary version.

**Remarks about usage of this file:** This file centralizes information for developers of the package. It must to be update each time it is necessary:

- When a new production version is released and the master branch is tagged, the *released* number (in **version** markup) must be incremented accordingly by an administrator.
- Each time a new developer contribute to the package it can be automatically added to the list of authors.
- The license specified must conforms to the available licenses (see workspace).
- Whenever an administrator wants to make available an OS installer for the package's binaries, he simply adds it to the package.manifest file.

## 2 Workspace and frameworks

When considering development processes for multi-tasks applications and big pools of libraries that continuously evolve, the need of a global organization immediately arises to manage their underlying complexity. **Workspaces** and **frameworks** have been defined to this end.

- A **workspace** is a folder hierarchy in which all development, test and deployment process take place. Basically each user has its own workspace.
- Inside the workspace's folder hierarchy, **frameworks** are specific folders where one or more binary version of package are installed.

**Workspace** A workspace is basically a folder hierarchy with a root folder as reference, that contains all data required to create, build, test, install, categorize and license all packages. As compared to classical "do as you wish" installation, the workspace notion as several advantages :

- there is a reference path in the deploy process in such a way that classifying and finding software artefacts is made easy.
- there is no need to use system dependencies intensively for developed packages. As far as possible, every dependency should be satisfied by workspace content, except for system dependencies that cannot be packaged into workspace.
- developers can handle many version of a package in the same build/execution environment, without risking to break OS dependencies. Furthermore they can use multiple versions of the same package in the same time.

**Frameworks** Frameworks are simple folders that contain binary version of package, in other word the installation of packages' binaries has to be done in frameworks. A framework is a "screen-shot" of a given package at a given time of its lifetime : it contains the functionalities (executables, scripts, libraries, etc.) provided by the package's version, but no development artefact (no source or build file for instance).

The notion of framework (partly coming from mac osx frameworks) as many advantages as regards to classical system installation process :

- Frameworks help grouping related resources together. This grouping makes it easier to install, uninstall, and locate those resources. For instance libraries and their related headers are logically group in the same place as opposed to system install.

- Frameworks can include a wider variety of resource types than just libraries or headers. For example, a framework can include any relevant documentation, html-based API or configuration files.
- Multiple versions of a package can be included in the same framework, allowing a smart management of backward compatibility.

## 2.1 Workspace organization

A workspace is a folder (preferably named "workspace") with the following structure:

- the **.git** folder contains version control related information, managed by the git tool.
- the **.gitignore** file is used to exclude **frameworks** and **packages** folders from version control.
- the **CMakeModules** folder contains cmake scripts used to find and configure commonly used application or libraries (e.g. boost).
- the **licenses** folder contains definitions of available licenses.
- the **references** folder contains package manifest files of all packages available on servers.
- the **frameworks** folder contains packages' binaries installed by the user. This folder is organized into sub directories, each one representing a given package framework.
- the **packages** folder contains all the packages developed by an author. Each sub-folder of **packages** is a package's repository (as described in section 1).
- the **categories** folder is structured according a set of topics, each topic being itself a folder that in turn contains either other subcategories or **links to frameworks**. **categories** only goal is to help finding available packages (under binary form) according to a given theme. Considering a category, packages that are relevant for the theme it defines are referenced as links (symbolic relative links in Linux) to frameworks folders.
- the **patterns** folder contains patterns for packages. These patterns are "generic" folders that describe the structure of a package as in section 1.

The workspace is a git repository, but that does not define package. The workspace repository is a commonly "shared" repository into which all registered administrators can read and write ! The basic idea when starting to work is to get the official workspace from a unique official git repository. This workspace contains all available packages referenced at a given date. Each time a new package is created it is referenced into the local workspace (by an administrator) and then changes are committed so that anyone can know the existence of this new package, can retrieve its hosting server or may know to which categories it belongs. This does not mean that this person can use binary version or repository of this package, since this is bound to his access rights to the servers (at least one can know which person to call to get the rights).

#### Rules for the modification of the repository:

- .gitignore cannot be modified.
- No new direct subfolder or file of the workspace root can be created or removed.
- files (package references, licenses definitions) can be added or removed only by administrators.

## 2.2 Frameworks organization

A framework is a folder (whose name is a given unique package name) contained in the **frameworks** folder of the workspace. It contains as many folders as there are concurrent binary versions of the package installed. The name of the version folder reflects the installed package version it contains (e.g. : 1.3.5 ; 1.2.0, etc.). Each version folder is organized according to the following structure.

- the **CMakeModules** folder contains all cmake scripts files (.cmake) used to find and configure required runtime dependencies.
- the **bin** folder contains **release** and **debug** subdirectories that themselves contain executable/scripts of the package either in debug or release mode.
- the **tests** folder contains test executable/scripts of the package placed in **release** and **debug** subdirectories according to their build mode.

- the **include** folder contains the exported interfaces of libraries, like `.h/.hpp` files in C/C++. Basically, its direct sub-folders are libraries' root folder hierarchically organized the same way as in the package repository **include** folder.
- the **lib** folder contains **release** and **debug** subdirectories that themselves contain libraries of the package either in debug or release mode.
- the **config** folder contains all configuration files required by executables (not for tests) or libraries.
- the **launch** folder contains launch scripts for executables.
- the **share** folder contains documents (e.g. tutorial, design reports, install procedure) including code documentation files or documents (latex) generated by the doxygen tool.
- the **license.txt** file describes the license that applies to the software. This is a copy of the license file in package repository.
- the **package.manifest** file contains meta-data about the package. It is a simple copy of the same file in package repository for the considered version.

There is also a specific version folder in the framework, named **own**, in which are installed artefacts resulting from the current package in development. A package has to be installed in this specific version folder whenever the developer works on another than **master branch** (that theoretically contains only released versions). Finally, the framework also contains a folder named **installers** in which are placed all OS installers for all version and target platforms that have been generated by a developer or that have been used to deploy a given package version.

### 2.2.1 Deployment in frameworks

Frameworks are simple repositories in which the binary code or more generally the code usable by third parties is installed. The install process of a package version in its framework is made either :

- by package developers using `make install`, after the compilation phase. The package version is then the current version
- by package users, after downloading the archive of the package, using OS specific primitives (e.g. `dpkg -i`).

In both cases, the **CMakeList.txt** file of a given package defines the way this package is deployed (according to rules defined in this document), either:

- directly, by generating the `make install` procedure.
- indirectly, using *cpack* toolset, by generating the **OS installer** that does the same job, but without having to get access to the package repository.

### 2.2.2 General policy to manage many package versions

The following rules should be applied whenever developers want to install a given package version:

- Given a package version with given major and minor version numbers, its more recent patch version should always be used. If a new patch version becomes available (e.g. 1.4.2 after a hotfix on 1.4.1) it should replace older patch versions (e.g. 1.4.0 or 1.4.1) if any installed in the package framework. This ensures the developer to use a version with less bug or security problems.
- When a new backward compatible version (e.g. 1.5.0) of a package is to be installed, it may replace the previous version (e.g. 1.4.2) or be simply added to the framework. Most of time it is preferable to test effective compatibility between this new version and the code that was using the old version.
- When a new non backward compatible version of a package is to be installed (e.g. 2.0.0 while 1.4.2 is already installed), it should not immediately replace older versions. The package version is simply added to the package framework, which ensures that other packages can still work with an older version already installed.

**When to install ?** Generally, there are two main case when developer want to install a package version:

- they want to install software artefacts (libraries, scripts, etc.) coming from a package they are currently developing, in order to use them. In this case, package version is installed in the **own** folder of the framework. This folder is updated each time they compile their package.
- they develop or use a package that requires other packages with version constraints. For a given required package, a released version with

number contained between its min and max version constraints has to be installed. In the allowed "interval of versions", the last backward compatible version with last patch version should be installed.

**How to install ?** There are basically two way to install a given package version:

- from package repository: the developer has to go back to the given version in history (on master branch) and install it.  

```
git checkout master
git checkout tags/v<version number>
cd build
{cmake .. - DCMMAKE_INSTALL_PREFIX=../../frameworks/
<package name>/<version number>/
make
make install
```
- from an OS installer: it depends on the installer used but the install prefix has to be specified quite the same way as previously.

## 2.3 Referencing Packages in Workspace

To reference available packages potentially accessible in the workspace, we use the **references** folder in which administrators put **package.manifest** files. In the workspace these files are used to tell to users which packages are available and where they can be found. When a package administrator wants to make the package available to others, he must add the corresponding **package.manifest** in the **references** folder of its workspace and commit the changes to the workspace. All users will then know the package existence whenever they update their workspace. When a package definitively become obsolete, the corresponding manifest file is removed from the **references** folder and the changes into the workspace are committed.

### Basic commands

- Referencing a package :  
copying the package.manifest file into the references folder of the workspace, and **rename it** in <name of package>.manifest (name of packages are supposed to be unique).  

```
git add <package name>.manifest
git commit -m "<package manifest file> is now referenced"
git push origin master
```



- Updating available references (when updating the workspace):  
`git pull origin master`
- Dereferencing a package  
`git rm <package name>.manifest`  
`git commit -m "<package manifest file> is no more referenced"`  
`git push origin master`

## 2.4 Licensing packages

The licensing of packages has to be done according to a general politics of the laboratory, team or sub-group. License is let free to their decision and constraints, nevertheless, as software licenses are the same for everybody, licenses definitions are shared between all people.

The **licenses** folder contains definitions for all licenses that are available for use in package description. Each license is defined in a specific file that looks like this for the GPLv3 license (file name is "GNUGPLv3.license") :

```
<license id="GPLv3" fullname="GNU General Public
License version 3" organization="Free Software Foundation"/>
<description>
/*
* <package_name> : <package_short_description>
* Copyright (C) <year> <authors_name>

* This program is free software: you can redistribute it and/or modify
* it under the terms of the GNU General Public License as published by
* the Free Software Foundation, either version 3 of the License, or
* (at your option) any later version.
*
* This program is distributed in the hope that it will be useful,
* but WITHOUT ANY WARRANTY; without even the implied warranty of
* MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
* GNU General Public License for more details.

* You should have received a copy of the GNU General Public License
* along with this program. If not, see <http://www.gnu.org/licenses/>.
*/
</description>
<legalterms>
//input the full legal terms of the license here
```

```
</legalterms>
</license>
```

### Data Type Definition:

```
<!DOCTYPE license [

<!ELEMENT license (description, legalterms)>
<!ELEMENT description (CDATA)>
<!ELEMENT legalterms (CDATA)>

<!ATTLIST license id CDATA #REQUIRED>
<!ATTLIST license fullname CDATA #REQUIRED>
<!ATTLIST license organization CDATA #REQUIRED>
]>
```

### Explanations:

- the `<license>` markup is the root of the XML description : it gives the short name of the license used as an identifier (`id`) in the package description as well as its complete legal name (`fullname`) and the name of the `organization` that wrote it.
- the `<description>` markup contains a short text that has to be put by developers into any file used in the package (source, interface, test, etc.). Some part have tags with "<" and ">" characters : this is where package specific informations (name, authors, short description etc.) is written by developers.
- the `<legalterms>` markup contains the full legal text of the license. Thanks to this text a license text file can be generated and added with redistribution of packages (e.g. both in repositories and installers).

### Important remarks:

- As a package has one license only, using different licenses requires to define different package.
- If a package has one license at a time this license can evolve along time.
- Only administrators can add/remove/modify license files in the workspace.

## 2.5 Categorizing packages

When developing it is often useful to know which package provide some useful things relative to one or more topics. The aim of the **categories** folder is to standardize the classification and the finding of packages relevant for given concerns.

The **categories** folder is structured into subfolders that describe known categories. Each category folder is itself structured the following way:

- sub folder describes sub categories. A sub category refines the topic of its containing category. For instance folders **arms** and **wheeled vehicles** are contained in the category folder **robot**. These sub categories can in turn be refined the same way.
- symbolic links represent target packages of the category. The name of the link is simply the name of the package, the target of the link is a given package framework. The target itself is always expressed as a **relative path** from the containing category folder to the target framework. By default these links target nothing in the file system as long as the package's framework has not been installed in the **frameworks** folder.

**Remark:** a same package can be targeted by more than one link: it means that the package belongs to different (sub)categories according to the different point of view of the developers. Doing so, anyone can have his own point of view of the package depending on its center of interest.

To organize the development, defining some "standard categories" should help developers to classify their packages. This requires to list categories of code that is useful for robotic applications development. For instance :

- sensors
  - vision
    - \* cameras
    - \* kinects
    - \* lasers
  - force sensors
  - encoders
- robots

- arms
  - wheeled vehicles
  - humanoids
- simulators
- navigation
  - cartography
  - positioning
- planning
  - mission
  - path
  - trajectory
- middleware
  - ros
  - contract
  - orocos

Of course categories can evolve/change along time, when developers want new categories.

### 2.5.1 Working with categories

The only people that can modify **categories** folder are package administrators. Each time a new package is created, developers define which are its relevant categories and wrote them in the package.manifest file of the package. When an administrator of a package wants to reference it :

- he first copy/rename the package.manifest file into the **references** folder.
- according to the relevant categories of tha package defined in the manifest, he:
  - creates new (sub)category folders in the the **categories** folder of its workspace, if the corresponding categories do not exist.

- creates as many symbolic links that target the package framework as there are relevant categories for the package and put these links into the adequate category folders.
- once done he commits its workspace.

From developers point of view, categories just help finding packages that are relevant for given topics. Each time they update their workspace, all available categories and classification of packages according to categories are updated.

To search packages, they can simply navigate in the file system of the **categories** folder.

- if the package is already installed in the **frameworks** folder he can simply follow the link.
- otherwise the link is broken, and the developer has to install the corresponding package.

## 3 Work-flow

Now that all basic concepts and principles have been described, this last section shows how to use them during the development process.

### 3.1 Installing Workspace and Packages

The first phase when starting development consists in installing a workspace on the local station of a developer or administrator, and configuring it adequately.

#### 3.1.1 Getting Last Workspace Version

This phase simply consists in cloning the workspace repository. Any member of the robotic department can clone this repository, but only administrators can modify it.

```
git clone <global account>@<official server>:workspace.git
```

When done the developer can start his work. The workspace is empty, which means it only contains available licenses description in **licenses** folder, references to available packages in **references** folder, generic package structure in **patterns** folder, **CMakeModules** folder with existing cmake scripts

and a complete **categories** folder with links that target nothing. Its **packages** and **frameworks** are empty.

We have to notice that only **administrators** have direct write access to the official servers and developers may or not have read access. Consequently, developers cannot modify the workspace repository.

### 3.1.2 Starting Development

Then the **developer** has two choices:

- either he starts the development of a new package,
- or he starts working on an existing package.

**When a new package is created:**

1. an **administrator** creates an empty GIT repository and optionally an associated (sub)project (e.g. a *redmine* project) on a given server (team or laboratory or open).
2. the **administrator** initializes the repository. On his local station he does:

```
cd <workspace path>/packages/  
git clone <global account>@<official server address>:<new package>.git  
cd <new package>  
cp -R ../../../../patterns/package/ .  
git tag -a v0.0.0 -m "creation of package"  
git checkout -b develop master  
git commit -a -m "initialization of package done"  
git push origin master  
git push origin develop
```
3. the **administrator** creates a private account on the same or another server (or uses an existing one) and he clones the new repository in this account:

```
git clone <global account>@<official server address>:<new package>.git  
cd <new package>
```
4. the **administrator** creates **feature branches** on private repository, by doing:

```
git checkout -b feature-<feature name> develop
```

5. the **administrator** registers the new developer (and any other person that may be involved in the development of this package) with ssh, so that he can access the git repository.
6. now **developers** can update/work with the private repository as they wish. To do this on their local working station they do :  

```
cd <workspace path>/packages/  
git clone <private account>@<any server address>:<new package>.git
```

When done the development can start inside a package that is generic: it contains only the folder hierarchy and pattern files (e.g. doxyfile, CMake-List.txt, package.manifest, .gitignore) that matches the package structure defined in section 1.

**When the developer start working on an existing package:** He either works on existing features or on new features. In the first case the **administrator** simply has to register the **developer** on the existing private server (step 5-6). In the second case, the administrator has to choose:

- if a new private repository has to be created, for instance, in order to isolate the work made on new branches (steps 3 to 6).
- or if the developer uses an existing private repository with new branches (steps 4 to 6).

Whatever the solution chosen, the development starts in a package that already contains some specific software artefacts and has "generic files" already configured. The developer may then need to install new existing packages.

### 3.1.3 Installing Required Packages in the Workspace

When starting development with an existing package, this later can have one or more dependencies with another packages and with system. System dependencies must be fulfil using classical install process provided by the OS. They can be found when compiling the package for the first time with **cmake**. Package dependencies are managed in another way:

1. to know which package are required, the developer has to look at the **package.manifest** file. The **dependency** markups list the required packages.
2. then the developer has to download and install these packages in its local workspace. To do so there are some alternatives:

- the developer has a **read access** to the official repository of the package (it is listed in the corresponding **dependency** markup). In this case he can simply do:  

```
cd <workspace path>/packages/
git clone <global account>@<official server>:<other package>.git
cd <other package>
git checkout tags/v<version compatible with requirements>
cd build
cmake ..
make
make install
```
- The developer can take a look at the `<package name>.manifest` file in the **references** folder of the workspace to know if there are installers available and if they match the required version. In this case, the developer uses the OS installer system and target the required package framework. For instance, for a package that is a simple archive :  

```
cd <workspace path>/frameworks/
ftp ftp://ftp.gforge.fr/<other package>-<version>.tgz
tar -xzvf <other package>-<version>.tar.gz
```

3. When the last operation has been repeated for all packages, the frameworks of all packages contain adequate versions. Direct dependencies are resolved, but these required packages can in turn require other packages and OS dependencies. The current procedure has to be repeated recursively for each of these indirectly required packages.

Once all the dependencies are satisfied, the development can truly start.

## 3.2 Collaborative Software Development

All **developers** only work around **private repositories** of packages, while **administrators** are responsible of the update of **official repositories** according to the changes done in private repositories. Nearly all developments in **private repositories** are made in **feature branches**. The **develop branch** is used to merge and to solve conflict between features.

### 3.2.1 Developing a Feature

Common feature branches are already created, so the only thing to do for developers is to navigate between available feature branches and add content in branches :



- Each time a developer wants to start making modification of a given feature (for instance at the beginning of the day):  
`git checkout feature-<feature name>`  
`git pull origin feature-<feature name>`  
`=> solving potential conflicts`
- During development of a feature, developers need to frequently "save" their work locally:  
`git add <modified files>`  
`git commit -m "<telling modifications>"`
- Each time a developer wants to stop making modification of a given feature (for instance at the end of the day) or when important modification have been finished and committed:  
`git pull origin feature-<feature name>`  
`=> solving potential conflicts`  
`git push origin feature-<feature name>`

During development on a feature branch, a developer may need to test some ideas without disrupting the work of all people working on the feature. In that case, he can work with a **new local branch** forked from feature branch. Modifications in this branch stay always local to the developer station. Furthermore modification should not be too big, these branches are used to test some ideas or to do bug fixes, not for developing big features (this is the role of feature branches) !

- Creating a local branch for testing an idea :  
`git checkout feature-<feature name>`  
`git pull origin feature-<feature name>`  
`=> solving potential conflicts and testing`  
`git push origin feature-<feature name>`  
`git checkout -b <idea name> feature-<feature name>`
- During development of the idea, frequently save the work locally:  
`git add <all files modified>`  
`git commit -m "<telling modifications>"`
- When idea is OK and can be integrated to the feature:  
`git pull origin/feature-<feature name>`  
`=> solving potential conflicts and testing`  
`git rebase origin/feature-<feature name>`  
`git checkout feature-<feature name>`  
`git merge <idea>`

```
git branch -d <idea>
git push origin feature-<feature name>
```

- otherwise if the idea is not good:  
git checkout feature-<feature name>  
git branch -d <idea>

The idea behind the use of the rebase command is to let the history of the feature development as linear as possible, in order to

### 3.2.2 Integrating Features

During development process, features have to be incrementally integrated as soon as their development is finished and they have been tested. The integration can be done either by developers or administrators, but in all cases it requires every developers of the feature to be aware of this, to avoid big troubles.

1. Merging the feature in the development branch:  
git checkout feature-<feature name>  
git pull origin develop  
=> solving conflicts and testing  
git checkout develop  
git merge --no-ff feature-<feature name>  
=> solving conflicts and testing
2. Deleting the feature branch:  
git push origin develop  
git push origin --delete feature-<feature name>
3. Updating in local repository the branch that has been removed in remote repository (all users of the repository) :  
git remote prune origin  
git branch -d feature-<feature name>

#### Remarks:

- The development of features is made in parallel and they are merged indirectly in the **develop branch** at the very end, one at a time: features don't synchronize until merge. This let the possibility to developers to change some parts of the API/structure without immediately impacting the work made on others features.

- The best way is to first create an initial feature branch that puts in place the general basis of the package (API, basic class hierarchy, etc.). Then, when this feature has been merged in develop branch, parallel development into many feature branches can start.
- When merging, the resolution of conflicts **must be realized in feature branch** to avoid any problem in the develop branch while conflicts resolution take place.

### 3.2.3 Releasing a Package Version

Releasing package versions is the responsibility of administrators.

The first step is the update of the administrator station with modifications contained in private repository (named **private**):

1. Merging `develop` into `master`:  

```
git checkout develop
git pull private develop
git checkout master
git merge --no-ff develop
doing test and solving conflicts, if any
Incrementing the version number in package.manifest file to get <new version number>.
git commit -a -m "Bumped version to <new version number>"
git tag -a v<new version number>
```
2. Updating private repository with new release version (to simply update the **package.manifest** file):  

```
git checkout develop
Incrementing the version number in package.manifest file to get <new version number>.
git commit -a -m "Bumped version to <new version number>"
git push private develop
git push private master
```

The second step consists in updating the official repository (named **origin** for the administrator):

1. Getting `branches` from `official` repository:  

```
git checkout develop
git pull origin develop
doing test and solving conflicts, if any
git checkout master
```

```
git pull origin master
doing test and solving conflicts, if any
```

2. Update the master and develop branches:  
git push origin develop  
git push origin master

### 3.2.4 Developing a Hotfix

Creating a hot fix is always made on demand of an administrator, but can be realized either by himself or a developer. The process is quite the same as for features, but we suppose that only one developer is involved in this task, that should be quick:

1. a package private repository is created or an existing one is used.
2. The administrator gets the last released version number from **package.manifest** file (e.g. 1.2.0) and increments the patch version number to get the <new patch version number> (e.g. 1.2.1).
3. Creating the hotfix branch in the private repository:  
git checkout -b hotfix-<new patch version number> master
4. During the bug correction, committing locally:  
git checkout hotfix-<new patch version number>  
git add <modified files>  
git commit -m "<commit message>"
5. Saving work in the private repository:  
git push origin hotfix-<new patch version number>

When bug or security problems have been solved and tested, the development of the hotfix is finished. This is then the only time when the master branch can be modified in the private repository:

1. The responsible of the hotfix releases it:  
git checkout hotfix-<new patch version number>  
changing version number is package.manifest file  
git commit -a -m "Bumped version to <new patch version number>"  
git checkout master  
git merge --no-ff hotfix-<new patch version number>  
git tag -a v<new patch version number>  
git push origin master  
git checkout develop

```
git merge --no-ff hotfix-<new patch version number>
doing some conflicts resolution if necessary
git push origin develop
```

2. Then the hotfix branch is deleted:  
git branch -d hotfix-<new patch version number>  
git push origin --delete hotfix-<new patch version number>

Then the last step consists in releasing the patch version on the official server. This is the role of administrators that do that on their own station:

1. Updating master and develop branches:  
git pull private develop  
git pull private master
2. Checking that the hotfix solves the problem and that everything is OK.
3. Updating official repository branches:  
git push origin develop  
git push origin master

### 3.3 Updating workspace

Updating the workspace repository must be done:

- when a new package has been created and first released version has been published on package official server: the **package.manifest** file must be added and renamed to the **references** folder of the workspace.
- when a new version of an existing package has been release on a package official server: the corresponding **package.manifest** in the the **references** folder of the workspace must be updated.
- when a new license is used in a **package.manifest** file: the corresponding license file must be added to the **licenses** folder of the workspace.
- when categories defined in a **package.manifest** file have changed: the folders for new (sub)categories have to be created ; the link to the package framework have to be created or suppressed (when the package has been removed from a category).
- when a new package is released on official server and it targets some categories: links to that packages have to be added to target (sub)categories folders.

The update of the workspace is the work of the **administrators** only: they are responsible to guarantee the coherence of workspace repository structure and content.

### 3.3.1 Adding references to packages

When a package is added to the workspace official repository, on its local workstation an administrator of the package does:

1. Referencing the package in the workspace:  

```
cd <path to the package>
git pull origin master
git checkout master
cp package.manifest ../../references/<nameofpackage>.manifest
git commit -a -m "adding package <package name>"
```
2. Looking package license in **package.manifest** and if the license does not exists in workspace create the corresponding license file:  

```
cd <path to the workspace>
cp patterns/license.license licenses/<licensename>.license
writing the new license file...
git commit -a -m "adding license <license name>"
```
3. Looking package categories in **package.manifest** file, and if categories do not exist, create them:  

```
cd <path to the workspace>/categories
mkdir <category path>
git commit -a -m "adding category <category name>"
```
4. Adding a link to the package framework in each category folder defined in **package.manifest** file:  

```
cd <path to the workspace>/<path to category folder>
ln -s -t . <relative path to workspace root>/frameworks/<package name>
git commit -a -m "adding link to <package> in <category name>"
```
5. If a package requires some system dependencies that the administrator think to be relevant for many developers, he can add the cmake script files used to configure these dependencies to the **CMakeModules** folder of the workspace.  

```
cd <path to the workspace>/CMakeModules
cp <path to the workspace>/packages/<name of package>/
CMakeModules/<chosen dependency>.cmake .
git commit -a -m "adding cmake script for <dependency>"
```

6. Updating the workspace official repository:  

```
cd <path to the workspace>
git pull origin master
solving potential conflicts
git push origin master
```

### 3.3.2 Removing references to packages

The process is quite the same as previously except that only the package reference file is suppressed from the workspace references folder, not the license files or the categories.

1. Removing the package reference:  

```
cd <path to the workspace>/references
rm <package name>.manifest
git commit -a -m "removing package <package name>"
```
2. Updating the workspace official repository:  

```
cd <path to the workspace>
git pull origin master
solving potential conflicts
git push origin master
```

### 3.3.3 Updating references to packages

The update of a package reference must be done **each time a new version of the package is released** in the official repository of the package. The process is the same as for adding the package reference for the first time, except for categories:

1. Looking package categories in the new version of the **package.manifest** file, and if categories do not exist, create them:  

```
cd <path to the workspace>/categories
mkdir <category path>
git commit -a -m "adding category <category name>"
```
2. Adding a link to the package framework in each category folder defined in **package.manifest** file:  

```
cd <path to the workspace>/<path to category folder>
ln -s -t . <relative path to workspace root>/frameworks/<package name>
git commit -a -m "adding link to <package> in <category name>"
```

3. Removing links in each category folder no more defined in **package.manifest** file:  
`rm <path to the workspace>/<path to old category folder>/<package name>`
4. Updating the workspace official repository:  
`cd <path to the workspace>`  
`git pull origin master`  
solving potential conflicts  
`git push origin master`



## 4 Project Management with CMake

During development, developers have to handle many types of files. While package.manifest files are mainly managed by administrators, files used to build/install/test and generate documentation are mainly written by developers. This section focuses on the usage of these files and good practices to follow.

CMake is the reference tool to manage the development process in a package. The CMakeFile.txt script describes how the package is built, tested, installed, packaged into an OS installer, and how its documentation is generated. A basic pattern of CMakeList.txt is provided in the workspace and explanations are given in following subsections:

### 4.1 Header of the root CMakeList.txt file

The beginning of the file looks like this:

```
PROJECT(<package name>)
CMAKE_MINIMUM_REQUIRED(VERSION 2.8)

# generic variables
set(FRAMEWORKS_DIR ${CMAKE_SOURCE_DIR}/../../frameworks)
set(FRAMEWORK_PATH ${FRAMEWORKS_DIR}/${PROJECT_NAME})

# setting the current version number
set (${PROJECT_NAME}_VERSION_MAJOR <major number>)
set (${PROJECT_NAME}_VERSION_MINOR <minor number>)
set (${PROJECT_NAME}_VERSION_PATCH <patch number>)
set(${PROJECT_NAME}_VERSION ${${PROJECT_NAME}_VERSION_MAJOR}.
${${PROJECT_NAME}_VERSION_MINOR}.${${PROJECT_NAME}_VERSION_PATCH})

# basic build options
option(${PROJECT_NAME}_WITH_EXAMPLES "Package build examples" ON)
option(${PROJECT_NAME}_WITH_TESTS "Package uses tests" ON)
option(USE_CUSTOM_DEPLOYMENT "deploying in own folder of the framework
instead of the version folder" ON)

# setting the current version number
set (${PROJECT_NAME}_VERSION_MAJOR 0)
set (${PROJECT_NAME}_VERSION_MINOR 1)
set (${PROJECT_NAME}_VERSION_PATCH 0)
```

```

set(${PROJECT_NAME}_VERSION ${${PROJECT_NAME}_VERSION_MAJOR}
.${${PROJECT_NAME}_VERSION_MINOR}.${${PROJECT_NAME}_VERSION_PATCH})

# configuring installation process into frameworks: by default
# version specific deployment is selected except if users define
# USE_LOCAL_DEPLOYMENT variable

# just use the option USE STANDARD DEPLOYMENT if you want to install
# in basic install folmders (e.g. /usr/local/include, /usr/local/lib
# and /usr/local/bin)
option(USE_STANDARD_DEPLOYMENT "Package uses standard deployment rules" OFF)
if (USE_STANDARD_DEPLOYMENT)
message("Deployment : standard deployment ...")
else(USE_STANDARD_DEPLOYMENT)
option(USE_LOCAL_DEPLOYMENT "Package uses tests" ON)
if(USE_LOCAL_DEPLOYMENT)
MESSAGE("Deployment : package is deployed in the own folder of its framework")
set(DEPLOY_PATH own)
else(USE_LOCAL_DEPLOYMENT)
MESSAGE("Deployment : package is deployed in the version folder
  ${${PROJECT_NAME}_VERSION} of its framework")
set(DEPLOY_PATH ${${PROJECT_NAME}_VERSION})
endif(USE_LOCAL_DEPLOYMENT)
set(CMAKE_INSTALL_PREFIX ${FRAMEWORK_PATH})
endif(USE_STANDARD_DEPLOYMENT)

# adding the cmake scripts files from the package
# and from the workspace
list(APPEND CMAKE_MODULE_PATH ${CMAKE_SOURCE_DIR}/CMakeModules)
if (NOT USE_STANDARD_DEPLOYMENT)
list(APPEND CMAKE_MODULE_PATH ../../CMakeModules)
endif(NOT USE_STANDARD_DEPLOYMENT)
#otherwise cmake scripts must be insalled else where (default folder)

```

First part defines the general settings of the project that should be quite the same for all packages:

- name of the cmake project is the name of the package.
- basic options for package users/developers are set in order to let the possibility to build examples and test units (i.e. non functional code).

- version number matches the current version number of the package. it **must be updated each time a new release version is tagged on master branch**.
- if a user defines the `USE_CUSTOM_DEPLOYMENT` variable, the deployment of the package in framework will be done in the **own** folder and not in the **version** folder.
- directories containing cmake script files used (e.g. to find os dependencies) are referenced in the `CMAKE_MODULE_PATH` variable.

## 4.2 Managing system dependencies

The next step consists in finding/configuring system dependencies for the package. Fortunately, CMake provides a standard way to do that using the `find_package` command. This command helps finding resources installed in the system and get useful information about the dependency: it calls a specific cmake script (whose pattern name is `Find<name of package or library>.cmake`) that is able to do the job.

Here is the way we use the `find_package` command:

```
##### finding system dependencies #####
SET(EXTERNAL_INCLUDE_DIRS "")
SET(EXTERNAL_LIB_DIRS "")
SET(EXTERNAL_LIBS "")
SET(EXTERNAL_APPS "")
SET(EXTERNAL_APP_DIRS "")

## absolutely required dependencies ##
find_package(<name of resource> REQUIRED)
list(APPEND EXTERNAL_INCLUDE_DIRS ${<name of resource>_INCLUDE_DIRS})
list(APPEND EXTERNAL_LIB_DIRS ${<name of resource>_LINK_DIRECTORIES})

## optional system dependencies ##
find_package(<name of resource 4>)
if(<name of resource 4>_FOUND)
option(USE_<name of resource 4> "Using <name of resource 4>" ON)
else(<name of resource 4>_FOUND)
set (USE_<name of resource 4> FALSE)
endif(<name of resource>_FOUND)
if(USE_<name of resource 4>)
list(APPEND EXTERNAL_INCLUDE_DIRS ${<resource 4_INCLUDE_DIRS>})
```

```

list(APPEND EXTERNAL_LIB_DIRS ${<resource 4_LINK_DIRECTORIES>})
add_definitions(-DUSE_<name of resource 4>)
endif(USE_<name of resource 4>)
...

## alternatively required system dependencies ##
# defining alternative 1
find_package(<name of resource 2>)
if(<name of resource 2>_FOUND)
option(USE_<name of resource2> "Using <name of resource2>" ON)
else(<name of resource 2>_FOUND)
set(USE_<name of resource2> FALSE)
endif(<name of resource 2>_FOUND)
# defining alternative 2
find_package(<name of resource 3>)
if(<name of resource 3>_FOUND)
option(USE_<name of resource3> "Using <name of resource3>" ON)
else(<name of resource 3>_FOUND)
set(USE_<name of resource 3> FALSE)
endif(<name of resource 3>_FOUND)

# selecting the alternative
if(USE_<name of resource 2>)
list(APPEND EXTERNAL_INCLUDE_DIRS ${<resource 2_INCLUDE_DIRS>})
list(APPEND EXTERNAL_LIB_DIRS ${<resource 2_LINK_DIRECTORIES>})
add_definitions(-DUSE_<name of resource 2>)
elseif(USE_<name of resource 3>)
list(APPEND EXTERNAL_INCLUDE_DIRS ${<resource 3_INCLUDE_DIRS>})
list(APPEND EXTERNAL_LIB_DIRS ${<resource 3_LINK_DIRECTORIES>})
add_definitions(-DUSE_<name of resource 3>)
else(USE_<name of resource 2>)
MESSAGE("alternative system dependency not satisfied. Install/select either
<name of resource 2>, <name of resource 3> or <name of resource 4>")
return()
endif(USE_<name of resource 2>)
...
##### end finding system dependencies #####

```

There are mainly three way to manage system dependencies, all of them relying on the `find_package` command or one of its derivative (e.g. like

`find_library`) or one of its options (e.g. `VERSION` constraints):

- One way is to require a system dependency using `find_package` with the `REQUIRED` argument. That means that the dependency is absolutely required and the build process will stop if it is not satisfied. This is **the preferred way to manage dependencies** as it defines clear dependencies between the package and some resources: whatever the OS on which it is deployed, the package will have the same dependency. Of course this is not always possible because it supposes that the required system dependency (e.g. library) exists on all target platforms of the package. This for instance the case for **boost**.
- Another way is to define **optional system dependencies**. This way, the argument `REQUIRED` is not used: if the resource is found, then the option to use it or not is provided to the user, otherwise it cannot be used in any way. There is a restriction on the use of optional dependencies for the functional code: **the code that uses them must work even if they are not satisfied**. In other words, the developers have implemented a way to provide same functionalities (certainly in a less optimized or more verbose way) with or without using these optional dependencies.
- By extension of the optional dependencies, developers can also use **alternative system dependencies**, that work quite the same way, except that **many packages can be selected by users but only one will be used by the build process**. This is not the preferred way but may be mandatory when dealing with libraries that are intrinsically bound to OS or when optimization becomes a major concern (e.g. 2D/3D graphics). In that case all options whose package are selectable and they have strict selection priorities (manages via a simple `if`).

When a system dependency is satisfied, whatever its nature (required, optional, alternative), all its relative system resources have to be included in the project. To do so we use variables provided by cmake scripts in order to configure:

- path to libraries.
- name of libraries.
- path to header files of libraries.

## Remarks:

- cmake script file behaviours are quite different from each other and consequently names of their output variables and which kind of resources they target differ.
- of course any other kind of resource than libraries, as soon as they are provided by cmake script files, can be imported in the cmake project, but libraries are the far most common ones.
- In a package we have to dissociate the optional code from the rest of the functional code. System dependencies for optional code follow exactly the same pattern has described above but they are guarded with respective options variables `<package>_WITH_EXAMPLES` and `<package>_WITH_TESTS`, for instance:

```
if(<package>_WITH_EXAMPLES)
# defining required, optional or alternative system dependency
# for examples executables
...
endif(<package>_WITH_EXAMPLES)
```

## 4.3 Managing package dependencies

Package dependencies are different from system dependencies in some ways:

- **required packages are absolutely mandatory**, there is no possible option or alternative.
- they follow a unified and cross platform installation process, which allows to generically find and use them in a unified way.

Here is the example of a package that requires two other packages:

```
# searching for package dependencies
find_package(FrameworkFinder REQUIRED COMPONENTS <package 1> <package 2> ...)
list(APPEND EXTERNAL_INCLUDE_DIRS ${<package 1>_INCLUDE_DIRS})
list(APPEND EXTERNAL_LIB_DIRS ${<package 1>_LINK_DIRECTORIES})
list(APPEND EXTERNAL_LIBS ${<package 1>_LIBRARIES})
list(APPEND EXTERNAL_APP_DIRS ${<package 1>_APP_DIRS})
list(APPEND EXTERNAL_APPS ${<package 1>_APPLICATIONS})

list(APPEND EXTERNAL_INCLUDE_DIRS ${<package 2>_INCLUDE_DIRS})
list(APPEND EXTERNAL_LIB_DIRS ${<package 2>_LINK_DIRECTORIES})
list(APPEND EXTERNAL_LIBS ${<package 2>_LIBRARIES})
```

The idea is nearly the same as for system dependencies, and the same `find_package` command is used. The main difference comes from the `cmake` script used, called `FindFrameworkFinder.cmake`, that is a generic script that does the required job: finding packages and configuring adequately variables.

## 4.4 Building sources

Once external dependencies have been satisfied, the work of the `CMake-File.txt` script is to build the sources, do unit tests and install the resulting software in frameworks. This is simply done with:

```
# if all dependencies are satisfied
include_directories(include)
include_directories(${EXTERNAL_INCLUDE_DIRS})
link_directories(${EXTERNAL_LIB_DIRS})

set ( INSTALL_LIB_PATH ${DEPLOY_PATH}/lib)
set ( INSTALL_AR_PATH  ${DEPLOY_PATH}/lib)
set ( INSTALL_HEADERS_PATH ${DEPLOY_PATH}/include)
set ( INSTALL_TESTS_PATH ${DEPLOY_PATH}/tests)
set ( INSTALL_CONFIG_PATH ${DEPLOY_PATH}/config)
set ( INSTALL_SHARE_PATH ${DEPLOY_PATH}/share)
set ( INSTALL_BIN_PATH  ${DEPLOY_PATH}/bin)
if(CMAKE_BUILD_TYPE MATCHES Release)
set ( INSTALL_PATH_SUFFIX release)
elseif(CMAKE_BUILD_TYPE MATCHES Debug)
set ( INSTALL_PATH_SUFFIX debug)
endif(CMAKE_BUILD_TYPE MATCHES Release)

add_subdirectory(src)
add_subdirectory(apps)
add_subdirectory(test)
add_subdirectory(share)
add_subdirectory(config)
...
```

Includes files are referenced with the `include_directories` as they will surely be useful for the entire of functional code. Same way, folders containing libraries used are referenced. The remaining of the build process is done in generic subdirectories of the package, using the `add_subdirectory()` command.

The **src** subdirectory contains a CMakeList.txt file that builds libraries. The simpler way is to define the whole build process directly in this file but developers can also refine the build process in subdirectories if it is very complex. Whatever the solution the code should look like this:

```
# building sources
## first subdirectory of src: a library ##
set(LIB_SRC_<lib name> "")
list(APPEND LIB_SRC_<lib name> <lib name>/<path to file>)
list(APPEND LIB_SRC_<lib name> <lib name>/<path to file>)
...
add_library(<lib name>_st STATIC LIB_SRC_<lib name>)
target_link_libraries(<lib name>_st EXTERNAL_LIBS)

add_library(<lib name>_sh SHARED LIB_SRC_<lib name>)
target_link_libraries(<lib name>_sh EXTERNAL_LIBS)
## second subdirectory of src: a library ##
...
```

By default the best solution is to generate a library both in static and shared mode, to let to library users the biggest choice considering their development.

The **apps** subdirectory contains a CMakeList.txt file that builds applications. The organization into subdirectories follows the same logic as for libraries:

```
## first subdirectory of apps: an executable ##
set(EXE_SRC_<exe name> "")
list(APPEND EXE_SRC_<exe name> <exe name>/<path to file>)
list(APPEND EXE_SRC_<exe name> <exe name>/<path to file>)
...
add_executable(<exe name> EXE_SRC_<exe name>)
target_link_libraries(<exe name> <lib name>_st)

if(<package>_WITH_EXAMPLES)
## second subdirectory of apps: an example executable ##
set(EXE_SRC_<exe name> "")
list(APPEND EXE_SRC_<exe name> <exe name>/<path to file>)
list(APPEND EXE_SRC_<exe name> <exe name>/<path to file>)
...
add_executable(<exe name> EXCLUDE_FROM_ALL EXE_SRC_<exe name>)
target_link_libraries(<exe name> <lib name>_sh)
...
```



```
## building example targets, if any ##
add_custom_target(examples COMMAND ${CMAKE_COMMAND} -E echo "Building
examples targets" DEPENDS <example 1> <example 2>...)
endif(<package>_WITH_EXAMPLES)
```

The main difference with libraries is the usage of the `add_executable` command to create executable and the use of a guard (`if(<package>_WITH_EXAMPLES)`) to avoid building examples applications if not required by the developer.

Finally, the `test` subdirectory contains a `CMakeList.txt` file that builds test units. The organization into subdirectories follows the same logic as for libraries and executable:

```
if(<package>_WITH_TESTS)
set(TEST_SRC_<test name> "")
## first subdirectory of test: a test unit ##
list(APPEND TEST_SRC_<test name> <test name>/<path to file>)
list(APPEND TEST_SRC_<test name> <test name>/<path to file>)
...
add_executable(<test name> EXCLUDE_FROM_ALL TEST_SRC_<test name>)
target_link_libraries(<test name> <lib name>_st)
...
## second subdirectory of test: a second unit ##
...
add_custom_target(testunits COMMAND ${CMAKE_COMMAND} -E echo "Building
test units" DEPENDS <test unit 1> <test unit 2>...)
...
```

The build process for tests is quite the same as for applications but all tests are conditionally built depending on developers choice, using a specific guard (`if(<package>_WITH_TESTS)`).

All these `cmake` files share common properties and are written nearly the same way. They contains one target definition for building a library, an executable, or a test unit for each subdirectory of **src**, **apps** and **test** respectively. For each target:

1. all its contained files used for building the target are listed, using `set` and `list` commands. These files are contained in the subdirectory corresponding to the target.
2. the target is created using the `add_executable` or `add_library` commands.

3. the target is linked to other libraries (internally built libraries or external libraries) using the `target_link_libraries` command, if necessary.

When creating targets developer must take care if the target is functional or optional:

- when a target is **functional**: it implements part of the core functionalities provided by the package, consequently it **must be built** for the package to be complete.
- when a target is **optional**: it does not implement some of the functionalities of the package, but rather some code useful for the management of the package like test units (useful for package developers) or examples (useful for package users).

When a target is considered as optional then we use the `EXCLUDE_FROM_ALL` property: they will not be built when the `make` command is launched by the developer. To simply organize the build process of these optional targets we define two custom targets: `examples`, that depends on all example executables and `testunits` that depends on all test units executables we have built. When the developer or user wants to build these targets he will simply launch `make examples` or `make testunits` commands. Furthermore, as for dependencies, the build process of examples and test units is guarded with corresponding option variables `<package>_WITH_TESTS` and `<package>_WITH_EXAMPLES`.

## 4.5 Defining tests

When the code has compiled and linked correctly a good practice is to test it to be sure it behaves properly or respects some backward compatibility constraints. To do so we use test units built during the build process or any other interesting test tool and directly integrate the testing in the `CMakeFile.txt` of the `test` folder using CTest tooling integrated in `cmake`:

```
...
enable_testing()

add_test(<test1 name> <test unit 1> arg1 arg2 ... )
add_test(<test2 name> <test unit 1> arg1 arg2 ... )
add_test(<test3 name> <test unit 2> arg1 arg2 ... )
...
endif(<package>_WITH_TESTS)
```

This will automatically generate a sequence of tests whose result is **PASSED** or **FAILED** once the user input the `make test` command. We can also log results of tests into a dashboard using the same CTest tool, but this discussion is beyond the topics of this document.

## 4.6 Building API documentation

When an API becomes available, it is always useful to have a clear way to consult the functionalities it provides. This API can be either provided by a runtime component, a library or a pure headers set. In all cases the api documentation has to be as close as possible to the source code, that is why the best way is to use an api doc generation tool like **doxygen** and to automate its use directly during the build process. We choose **doxygen** because it is a cross-platform/cross language tool very well suited for C/C++ code.

The api documentation building process is managed into the CMake-List.txt file of the **share** folder. It looks like this:

```
if(CMAKE_BUILD_TYPE MATCHES Release)
# generating doc
find_package(Doxygen)
if(DOXYGEN_FOUND)
# configuring doxygen
set(DOXYFILE_SOURCE_DIRS "${CMAKE_SOURCE_DIR}/include/")
set(DOXYFILE_PROJECT_NAME ${CMAKE_PROJECT_NAME})
set(DOXYFILE_PROJECT_VERSION ${CMAKE_PROJECT_NAME}_VERSION)
# set(DOXYFILE_IMAGE_PATH ${CMAKE_CURRENT_SOURCE_DIR}/img)
set(DOXYFILE_OUTPUT_DIR ${CMAKE_CURRENT_BINARY_DIR}/doc)

option(GENERATE_HTML_API "Generating the api in html" ON)
set(DOXYFILE_HTML_DIR html)
if(GENERATE_HTML_API)
set(DOXYFILE_GENERATE_HTML "YES")
else(GENERATE_HTML_API)
set(DOXYFILE_GENERATE_HTML "NO")
endif(GENERATE_HTML_API)

option(GENERATE_LATEX_API "Generating the latex api documentation" OFF)
set(DOXYFILE_LATEX_DIR latex)
if(GENERATE_LATEX_API)
set(DOXYFILE_GENERATE_LATEX "YES")
```

```

else(GENERATE_LATEX_API)
set(DOXYFILE_GENERATE_LATEX "NO")
endif(GENERATE_LATEX_API)

configure_file(${CMAKE_CURRENT_SOURCE_DIR}/Doxyfile.in
${CMAKE_CURRENT_BINARY_DIR}/Doxyfile @ONLY)

# creating the target to run doxygen
add_custom_target(doc
${DOXYGEN_EXECUTABLE} ${CMAKE_CURRENT_BINARY_DIR}/Doxyfile
DEPENDS ${CMAKE_CURRENT_BINARY_DIR}/Doxyfile
WORKING_DIRECTORY ${CMAKE_CURRENT_BINARY_DIR}
COMMENT "Generating API documentation with Doxygen" VERBATIM
)

# target to clean installed doc
set_property(DIRECTORY
APPEND PROPERTY
ADDITIONAL_MAKE_CLEAN_FILES
"${DOXYFILE_OUTPUT_DIR}/${DOXYFILE_LATEX_DIR}")

set_property(DIRECTORY
APPEND PROPERTY
ADDITIONAL_MAKE_CLEAN_FILES
"${DOXYFILE_OUTPUT_DIR}/${DOXYFILE_HTML_DIR}")

...
endif(DOXYGEN_FOUND)
endif(CMAKE_BUILD_TYPE MATCHES Release)

```

The generation takes place only if the **doxygen** tool is installed on the building host (`find_package(Doxygen)`) and only when release build mode is chose (`CMAKE_BUILD_TYPE MATCHES Release`). Furthermore we suppose that code documentation that can be exploited by doxygen is available in files contained in the **include** folder. The api generation is made in three steps :

1. generates a doxygen configuration file (**Doxyfile**) from a cmake doxyfile pattern (**Doxyfile.in**) that is configured according to some cmake variables. This file is used by doxygen to configure the api documentation generation process.

2. creates a specific target named `doc` that call `doxygen` with the previously generated configuration as argument.
3. once native build files have been generated by `cmake`, the documentation is produced with the command `make doc`.

All this process requires that the share folder contains a `doxygen` configuration file pattern named `Doxyfile.in`. This file is provided with default values with a package and should not be modified except by expert users. It looks like this:

```
...
DOXYFILE_ENCODING      = UTF-8

# The PROJECT_NAME tag is a single word
PROJECT_NAME           = "@DOXYFILE_PROJECT_NAME@"

# The PROJECT_NUMBER tag can be used to enter a version.
PROJECT_NUMBER         = "@DOXYFILE_PROJECT_VERSION@"

# The OUTPUT_DIRECTORY tag is used to specify the (relative or
# absolute) base path where the generated documentation will
# be put.
OUTPUT_DIRECTORY       = "@DOXYFILE_OUTPUT_DIR@"
...

# The IMAGE_PATH tag can be used to specify files or
# directories that contain image included in the documentation
IMAGE_PATH             = "@DOXYFILE_IMAGE_PATH@"
...

# If the GENERATE_HTML tag is set to YES (the default) Doxygen
# will generate HTML output.
GENERATE_HTML           = @DOXYFILE_GENERATE_HTML@

# The HTML_OUTPUT tag is used to specify where the HTML docs
# will be put.
HTML_OUTPUT            = "@DOXYFILE_HTML_DIR@"
...

# If the GENERATE_LATEX tag is set to YES Doxygen will
# generate Latex output.
```

```

GENERATE_LATEX          = @DOXYFILE_GENERATE_LATEX@

# The LATEX_OUTPUT tag is used to specify where the LaTeX docs
# will be put. If a relative path is entered the value of
# OUTPUT_DIRECTORY will be put in front of it.
LATEX_OUTPUT            = "@DOXYFILE_LATEX_DIR@"

```

When the doxyfile is generated by cmake, all fields surrounded by the @ tag in doxyfile.in file are automatically set according to corresponding cmake variables.

## 4.7 Installing the package

Once everything the build process has ended, the last mandatory step is to install the resulting software in an appropriate place in the file system. Considering our development model, they must be installed in the adequate package framework. The target folder inside the framework is either relative to a version number or (by default) a specific folder (**own**). Installing is a simple task with cmake, thanks to the **install** command. Global references to install paths are set in the global CMakeList.txt file and install procedures are written into CMakeFile.txt in **src**, **apps**, **test**, **config** and **share**.

In CMakeFile.txt of the **src** folder:

```

# first library to install
INSTALL(TARGETS <lib name>_sh <lib name>_st
  RUNTIME DESTINATION ${INSTALL_BIN_PATH}/${INSTALL_PATH_SUFFIX}
  LIBRARY DESTINATION ${INSTALL_LIB_PATH}/${INSTALL_PATH_SUFFIX}
  ARCHIVE DESTINATION ${INSTALL_AR_PATH}/${INSTALL_PATH_SUFFIX}
)
INSTALL(DIRECTORY ${CMAKE_SOURCE_DIR}/include/<lib name>
  DESTINATION ${INSTALL_INCLUDE_PATH})
#second library to install
...

```

The shared and static version of each library will be installed in the adequate folder according to the system requirements. And the folder containing headers of the library will be installed in the include folder of the package framework version.

In CMakeFile.txt of the **apps** folder:

```

# first application to install

```

```

INSTALL(TARGETS <exe name>
  RUNTIME DESTINATION ${INSTALL_BIN_PATH}/${INSTALL_PATH_SUFFIX}
)
# second application to install : an example
if(<package>_WITH_EXAMPLES)
INSTALL(TARGETS <example name>
  RUNTIME DESTINATION ${INSTALL_BIN_PATH}/${INSTALL_PATH_SUFFIX}
)
endif(<package>_WITH_EXAMPLES)
...

```

Same as for libraries applications will be installed in the bin folder of the package's framework version. If example executables have been built they will also be installed.

In CMakeFile.txt of the `test` folder:

```

if(<package>_WITH_TESTS)
INSTALL(TARGETS <test1 name> <test2 name>
  RUNTIME DESTINATION ${INSTALL_TESTS_PATH}/${INSTALL_PATH_SUFFIX}
)
endif(<package>_WITH_TESTS)

```

Tests will be installed only if they have been built.

In CMakeFile.txt of the `share` folder:

```

if(CMAKE_BUILD_TYPE MATCHES Release)
install(DIRECTORY ${CMAKE_CURRENT_BINARY_DIR}/doc
DESTINATION ${INSTALL_SHARE_PATH}/doc)
# other documents to install
install(FILE <path to document to install> <path to document to install>
DESTINATION ${INSTALL_SHARE_PATH})
endif(CMAKE_BUILD_TYPE MATCHES Release)

```

In CMakeFile.txt of the `config` folder:

```

if(CMAKE_BUILD_TYPE MATCHES Release)
# mandatory files to install
install(FILE <path to file> <path to file> ...
DESTINATION ${INSTALL_CONFIG_PATH}/<path to file>)
# optional configuration files to install
if(<package>_WITH_TESTS)
install(FILE <path to test config file> ...
DESTINATION ${INSTALL_CONFIG_PATH}/<path to file>)

```

```

endif(<package>_WITH_TESTS)
if(<package>_WITH_EXAMPLES)
install(FILE <path to example config file> ...
DESTINATION ${INSTALL_CONFIG_PATH}/<path to file>)
endif(<package>_WITH_EXAMPLES)
endif(CMAKE_BUILD_TYPE MATCHES Release)

```

**share** and **config** folders of the package framework version will receive files. Since these files are the same for debug and release version they will be installed only once, when installing release version.

In CMakeFile.txt of the root folder of the package:

```

if(CMAKE_BUILD_TYPE MATCHES Release)
# mandatory files to install
install(FILE license.txt package.manifest
DESTINATION ${INSTALL_CONFIG_PATH})

```

Simply copying global files to the package framework version.

## 4.8 Building OS installers

The process for building OS installer is based on the use on the cpack tool that comes with cmake. It is described in the root CMakeList.txt file of the package.

```

include(InstallRequiredSystemLibraries)
set(CPACK_GENERATOR TGZ)
set(CPACK_PACKAGE_NAME "${PROJECT_NAME}")
set(CPACK_PACKAGE_CONTACT "<admin name>")
set(CPACK_PACKAGE_DESCRIPTION_SUMMARY "<short description>")
set(CPACK_PACKAGE_VENDOR "LIRMM")
set(CPACK_RESOURCE_FILE_LICENSE "${CMAKE_CURRENT_SOURCE_DIR}/license.txt")
set(CPACK_PACKAGE_VERSION_MAJOR "${<package name>_VERSION_MAJOR}")
set(CPACK_PACKAGE_VERSION_MINOR "${<package name>_VERSION_MINOR}")
set(CPACK_PACKAGE_VERSION_PATCH "${<package name>_VERSION_PATCH}")
set(CPACK_PACKAGE_VERSION "${<package name>_VERSION}")
set(CPACK_PACKAGE_INSTALL_DIRECTORY "${FRAMEWORK_PATH}/installers")

if(UNIX AND NOT APPLE)
list(APPEND CPACK_GENERATOR DEB)
set(CPACK_DEBIAN_PACKAGE_DEPENDS "<package> (>= version
number), package (>= version number) ...")

```



```
endif(UNIX)
```

```
include(CPack)
```

The preceding script will create one basic archive installer (.tgz file) and in addition one Debian installer if the build process takes place on a Linux platform. Resulting installers will be placed into the **installers** directory of the package framework. Depending on target platforms, developers can add new installer build processes (e.g. for macOSX or windows systems).

One important aspect when dealing with debian installers or other sophisticated installers is to managed dependencies of the installed package. In our context dependencies to other home made packages are quite trivial to put in place since the version number and names are normalized for all target platforms. For external dependencies, it is a little bit more difficult:

- dependencies to cross-platform software are managed quite simply since the installer should have same name and version number, whatever the target platform is.
- dependencies to platform specific software have to be managed specifically, the developer have to take care of version number and name of alternative software used dependening on the platform.

One important remark when using sophisticated OS installer system like debian package system is that dependencies between installers do not necessarily exactly reflects the dependency between packages. Indeed, build time dependency are not necessarily the same as runtime or load time dependencies. Indeed some dependencies (system or package), typically static libraries or headers only libraries, are used only to build the code and not at runtime. There is no need to put these dependencies in OS installers. Consequently, dependencies between OS installers **must only reflect load time and runtime dependencies**.

## 4.9 CMake basic usage

Using the cmake tool should follow the sequence (case when using UNIX Makefiles as native build system):

1. `cd <path to package>/build/release`
2. `cmake -DCMAKE_BUILD_TYPE=Release ../..`
3. `make`

4. if tests units used: `make testunits`
5. if tests units used: `make test`
6. if examples are built `make examples`
7. if tests are OK: `make doc`
8. if tests are OK: `make install`
9. `cd <path to package>/build/debug`
10. `cmake -DCMAKE_BUILD_TYPE=Debug ../..`
11. `make`
12. if tests units used: `make testunits`
13. if tests units used: `make test`
14. if examples are built: `make examples`
15. if tests are OK: `make install`

When a package becomes stable enough to be delivered to third parties, it is time to use the CPack tool. This OS installer generation process should take place on a version **tagged in the master branch** of the package (or that will be tagged after package generation). It is of the responsibility of a package administrator to create an OS installer, to deploy it on a ftp server, and to reference it in the package.manifest file and corresponding workspace file to ensure consistency of the whole workspace. To create the OS installer simply do:

1. `cd <path to package>/build/release`
2. `cmake -DCMAKE_BUILD_TYPE=Release ../..`
3. creating the OS installer: `make package`

## 5 Using Packages

This section explains good practices and guidelines for using packages.

## 5.1 Naming convention

The names of packages are in ascii, lower case, without space or numbers but can include '-' for separating names in compound names.

The names of packages **must be unique** considering all developed packages in the frame of the laboratory.

## 5.2 Delivery

Packages should be delivered to third parties preferably in binary form, using an OS installer. By delivered we mean:

- an OS installer for the package is created via CMake/CPack process presented before.
- the installer is put on a ftp server.
- the ftp address where to find the installer is referenced in the package.manifest file of the package.
- the package is updated together with the workspace, so that anyone can know the existence of the installer.

The reference installer mechanism is debian packages because ubuntu/debian is the reference OS and debian packaging system is far most powerful, considering dependencies management, than basic archive based packaging. Each time a package is delivered in binary form, a corresponding debian package should be provided, unless impossible (e.g. package is specific to Windows OS).

Each time a new package version is available (tagged in master branch) at least one OS installer (preferably debian package) for that version should be provided.

The policy to reference OS installers in the package.manifest file is the following:

- each time an installer for a new major or minor version of the package is available, it must be added to the package.manifest file.
- each time an installer for a new patch version of the package is available, it must replace the previous patch version for the same minor version.

### 5.3 Dependencies management

Dependencies are requirements to other software (libraries and applications) that must be installed in the system. These dependencies are defined in the CMakeFile.txt of a package and appear in OS installers provided for that package if they are used at load time or runtime.

For the sack of simplicity for the user, each dependency should preferably be satisfied by installing the corresponding software **using an OS installer** provided by developers of this software. To easily manage indirect system dependencies, the best choice is to use sophisticated installer system, like debian packaging system when working on Linux.

Managing dependencies should be done while keeping following guideline in mind:

- The number of direct external dependencies should be very limited for a given package (0 to 5 max).
- each **package dependency** in CMakeFile.txt must be satisfied by exactly one OS installer, if used at load time or runtime (for a given OS install system, by default debian).
- each **required system dependency** in CMakeFile.txt must be satisfied by exactly one OS installer, if used at load time or runtime (for a given OS install system, by default debian).
- each **optional system dependency** in CMakeFile.txt may be satisfied by exactly one OS installer (for a given OS install system, by default debian), if used at load time or runtime. The best option is to avoid using an optional dependency if there is no impact on performance of the software.
- each **alternative system dependency** in CMakeFile.txt must be satisfied by exactly one OS installer (for a given OS install system, by default debian). This requires the developers/administrator of the package to choose the best alternative, which requires a compromise between several concerns:
  - efficiency of the binary code.
  - availability of the OS installer for the dependency. The optimal option is to choose a dependency that is satisfied by default by the target system. A less good option is too choose a dependency whose OS installer is provided. A bad option is to choose a system dependency for which no OS installer is provided.

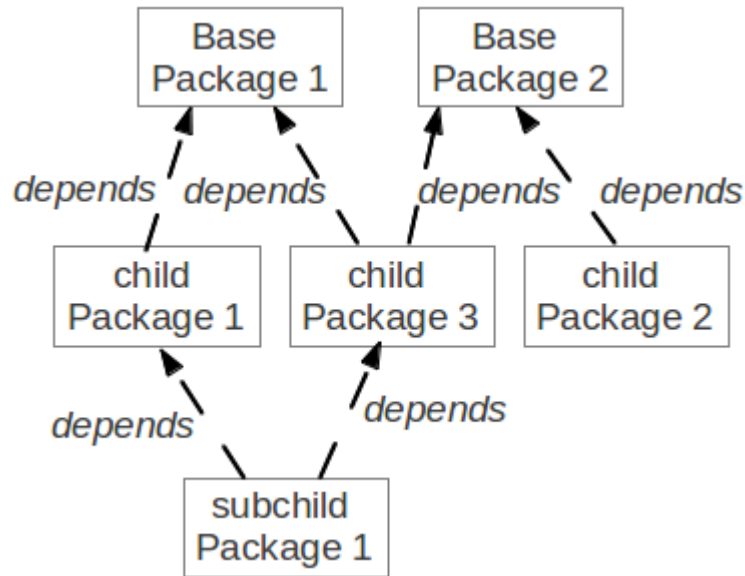


Figure 4: An example hierarchy of packages

- re-usability of the dependency. It is always a better choice to use a commonly used dependency (e.g. boost) that can be reused across multiple packages, than a very specific dependency.

## 5.4 Structuring

The basic guideline is to separate software into many packages that are structured according to a strict "depends" hierarchy as described in figure 4. The "depends" relationship simply describes that a package depends on one or more other packages, it practically means that a package requires another package to be installed on the system either for load time, runtime or build time reason.

Most of time, as developers commonly use shared libraries for linking their libraries or executables these dependencies are load time dependencies and so also appear in OS installer of the package. Nevertheless for optimization or other specific reasons, sometimes the "depends" relationship can be only a build-time dependency. These consideration are completely bound to build process and is not the subject of this section which focuses on the usage of package to structure development projects: the "depends" relationship has to be understood as a "functional" requirement.

From a functional point of view a dependency can generally represent one

of these two alternatives relationship:

- an "extension" relation : a child package **extends** a base package if it provides some functionalities that specialize/extends those of the base package. This is a typical relationship when a library extends the class hierarchy provided by a library of the parent package, or/and when a more specialized/complete version of an application/component is provided.
- a "use" relation : a child package **uses** a base package if it provides new functionalities built onto those provided by the base package. This is the case when new libraries are using more basic ones or when new applications/component are built using existing applications/components.

#### **Packages Dependencies guideline:**

- If a package has some dependencies induced by lower levels of the class hierarchy, prefer making a package for the higher level with less dependencies, and one or more dependent "extension" packages for the lower levels, each of them with the strict minimum required dependencies.
- Prefer an atomic structuring of package by limiting the number of software artefacts generated by a package. Typical use is one package per application or per library (this advice does not targets test cases and examples).
- When developing a component for a given middleware (ROS, ORO-COS, etc.) always put the functional code (library) in one package and extend this package each time a component is built from this code.
- Cyclic dependencies are forbidden.
- Dependencies to multiple packages are allowed but the developer should keep in mind to have the lowest possible number of dependencies for a given package.
- Making several packages dependent from a same package is encouraged when these dependencies put in place an "extension" relationship.
- Limit the number of hierarchical level to the strict necessary. As a global guideline we discourage having more than 4 hierarchical levels for the "extension" relationship to keep the extension hierarchy understandable.

## Conclusion

Concerning package development, developers have to refer to dedicated document explaining coding rules and general code development guidelines.